

int f(int x) { int z = ax² + bx + c; return x; }

R10 *R9*

for (i=0; i<0; i++)
 x[i] = f(x[i]);

↑
 1 input
 1 output

Param. di parametri

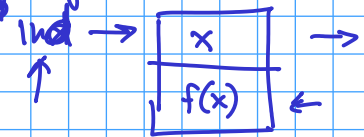
- registri
- memoria



loop: LOAD R_x, R_i, R₉
 CALL R_f, R_{ret}
 STORE R_x, R_i, R₁₀

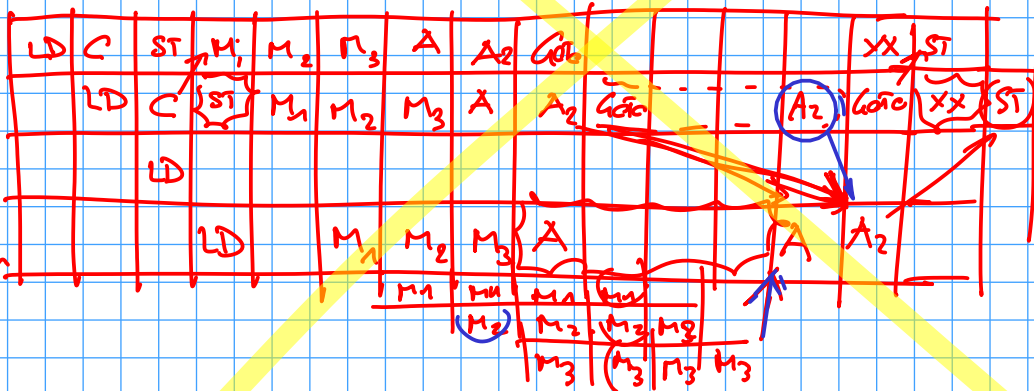
f: MUL R₉ R₉ R₂
 MUL R₂ R₂ R₃
 MUL R₉ R₆ R₄
 ADD R₃ R₄ R₅
 ADD R₅ R₄ R₁₀
 GOTO R_{ret}
 xx

param in memoria

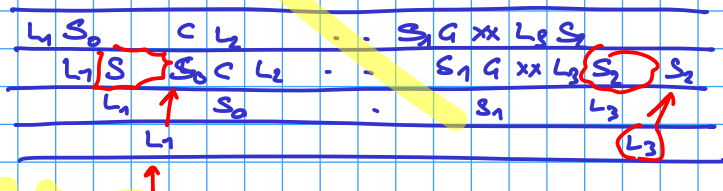
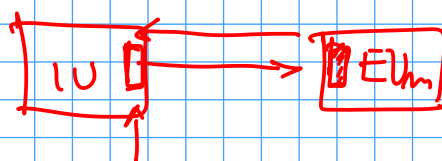


f: LOAD₂ R₈, R₆, R₉
 STORE₁ R₈, #1, R₁₀
 GOTO R_{ret}

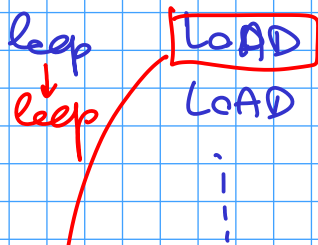
perseggio di param
 x Registro



LOAD₁ R_x, R_i, R₁
 STORE₀ R₈, R₆, R₁
 CALL R_f, R_{ret}
 LOAD₃ R₈, #1, R₁
 STORE₁ R_x, R_i, R₁



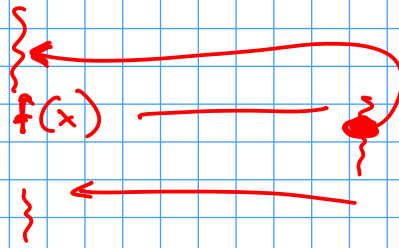
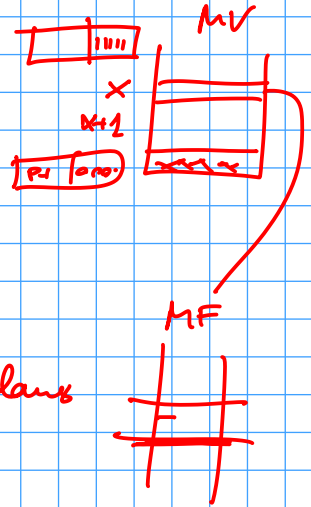
Attenzione: in questa simulazione mi sono dimenticato di considerare lo dip MUL₁ → MUL₂ (VEDI ULTIMA PAG. delle note)

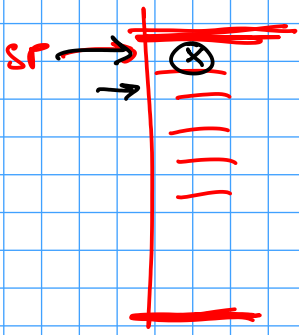


INC R_i
IFZ R_i R_n loop, delayed
LOAD,
Right



delays





Rsp

with f(x) { ... }

```
f:
  DEC Rsp
  LOAD Rsp, R0, R9 } LOAD Rsp #1, R
  :
  STORE Rsp, R5, R10 } STORE
  INC Rsp } Rsp #1, R0
  GOTO Rret
```

↑
 now
 you
 mean

th1

```
for(i=0; i<N; i++)
    x[i] = F(x[i]);
```

$$f(x) = ax^2 + bx + c$$

```
loop: LOAD Rx, Ri, R9
      CALL Rf, Rret
      STORE Rx, Ri, R10
      END
```

percorso di percorso
x registro

```
f: MUL R9 R9 R2
   MUL R2 R2 R3
   MUL R9 R6 R4
   ADD R3 R4 R5
   ADD R5 R1 R10
   GOTO Rret
xx
```

th2

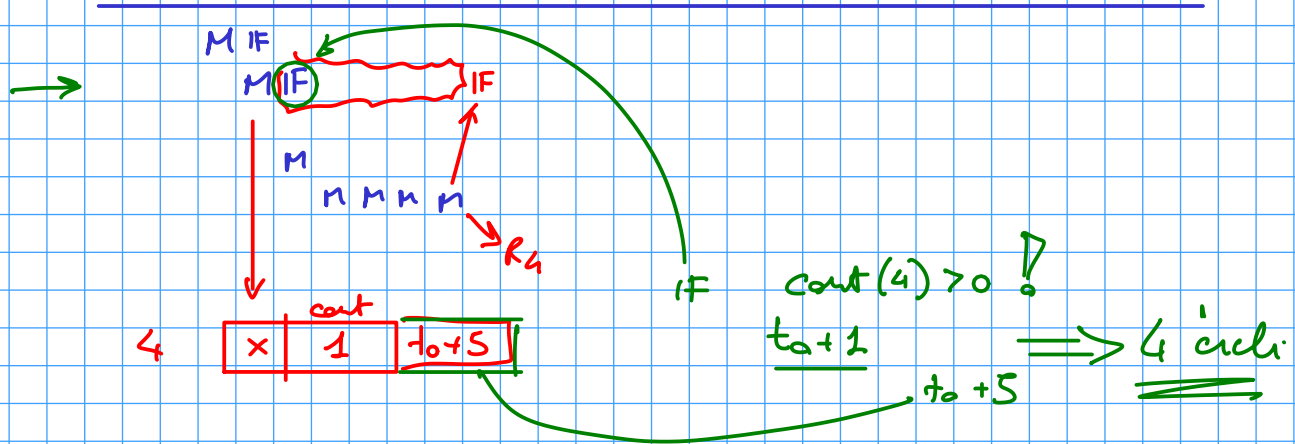
```
sum = 0;
for(i=0; i<N; i++)
    sum += x[i];
avg = sum/N;
```

```
CLEAR Rsum
loop: LOAD Rx, Ri, R1
      ADD Rsum, R1, Rsum
      INC Ri
      IFZ Ri, RN, loop
out: DIV Rsum, RN, Ravg
      END
```

interleaving



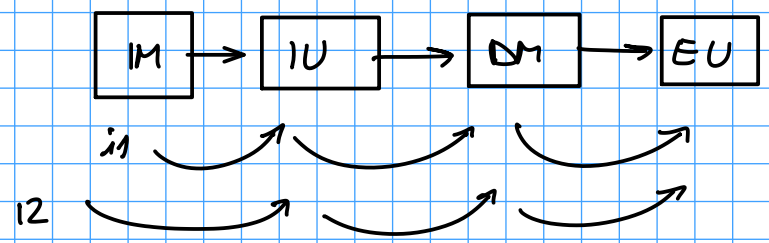
to + 1 #



```

CLEAR Rsum
loop: LOAD Rx, Ri, R1
      ADD Rsum, R1, Rsum
      INC Ri
      IFZ Ri, RN, loop
out:  DIV Rsum, RU, Ravg
      END

```

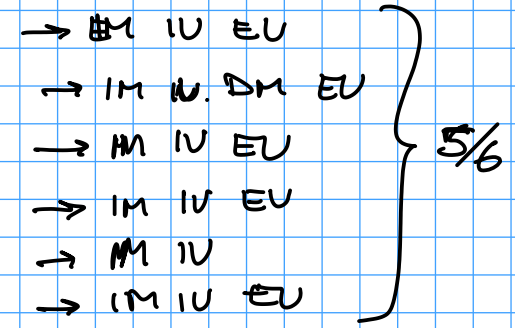


```

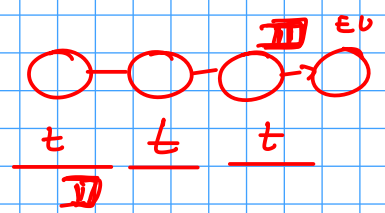
CLEAR
LOAD
ADD
INC
IFZ
DIV

```

```
ADD R0 R0 Rsum
```



A	B
C _s	D _{st}
E _s	F _s
G	H



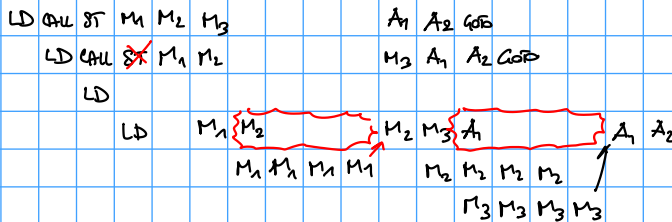
Simulazione corretta del codice con passaggio di parametri x registro (codice in rosso nella pagina prima)

loop: LOAD Rx, Ri, Rq
CALL Rf, Rret
STORE Rx, Ri, Rro

f: MUL Rq Rq R2
MUL R2 R2 R3
MUL Rq Rb, R4
ADD R3 R4 R5
ADD R5, Rr, Rro
GOTO Rret
xx

↓ dipendenza EU EU!

passaggio di parametri
x registro



avrei potuto ottimizzare
il codice (poco)

MUL Rq Rq R2
MUL Rq Rb R4
MUL R2 R2 R3
ADD
ADD
GOTO

